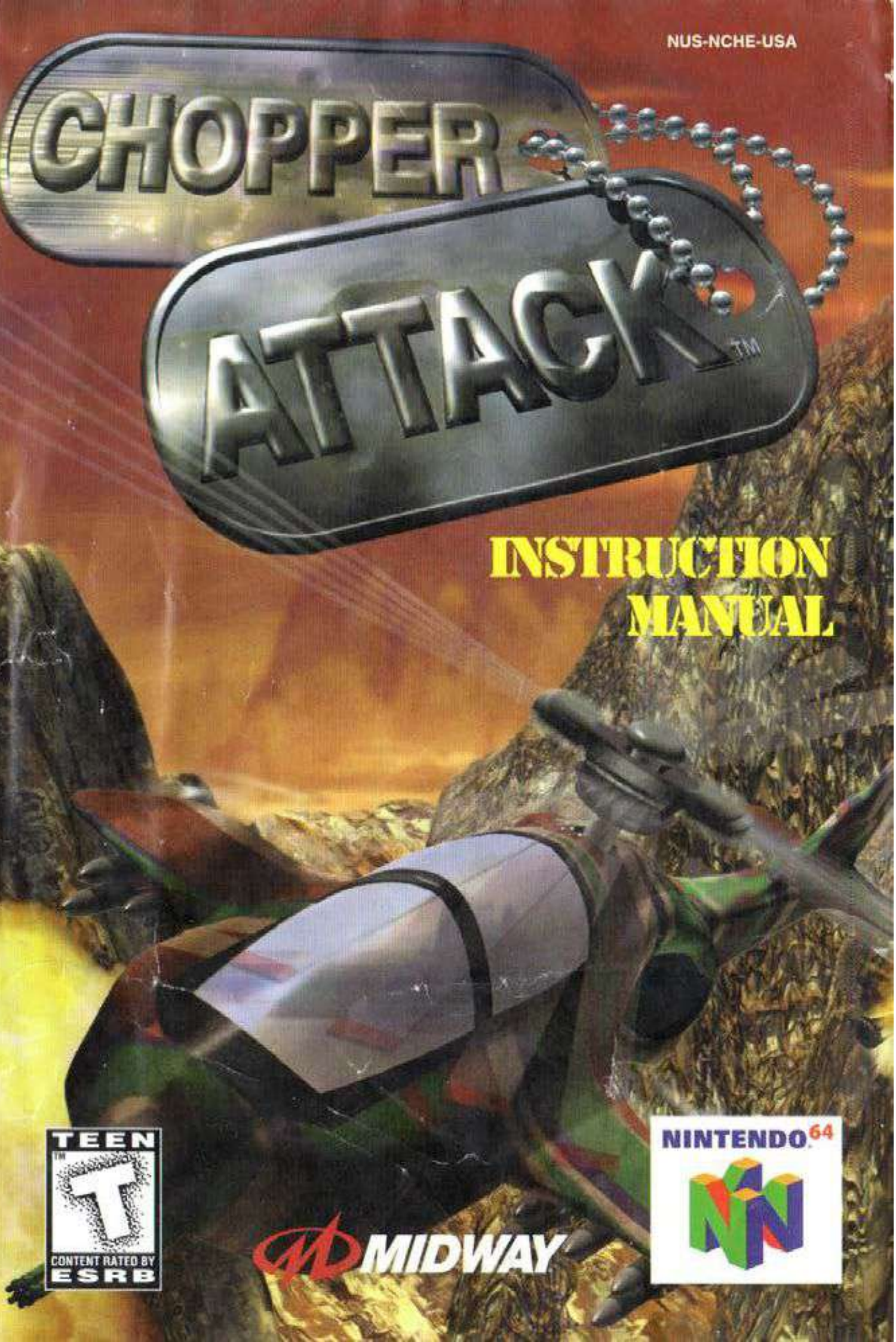
NUS-NCHE-USA

CHOPPER ATTACK™

INSTRUCTION MANUAL



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MIDWAY

NINTENDO 64

WARNING

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY. BEFORE USING THE ACCESSORY, PLEASE READ THE RUMBLE PAK ACCESSORY INSTRUCTION BOOKLETS CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OR REMOVE THE RUMBLE PAK ACCESSORIES.

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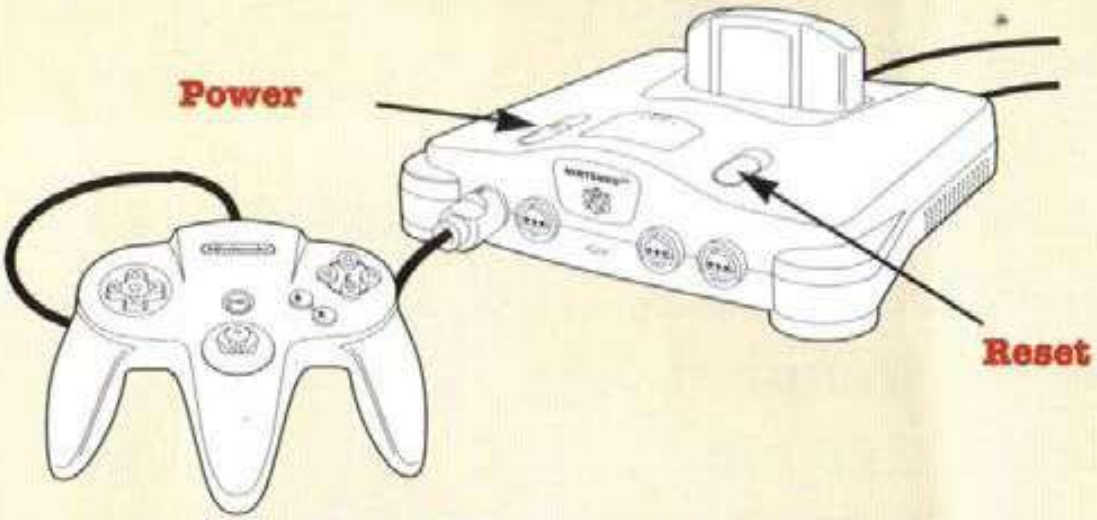
GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power **OFF** on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing the **START Button**.



THE RUMBLE PAK

This game supports the Rumble Pak Accessory. Follow on-screen instructions when prompted to insert or remove your Rumble Pak.

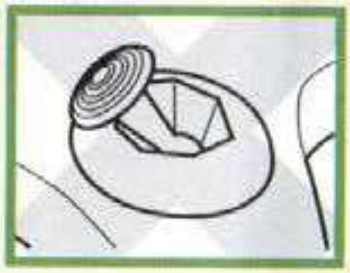
IMPORTANT WARNING

Do not remove the Rumble Pak from the Controller unless instructed to do so. Doing so may cause the game to operate improperly and/or cause damage to the Pak.

CONTROL STICK FUNCTION

The Nintendo 64 **Control Stick** uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional **Control Pad**.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.



If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.

To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER

Before you begin your game familiarize yourself with the controls.

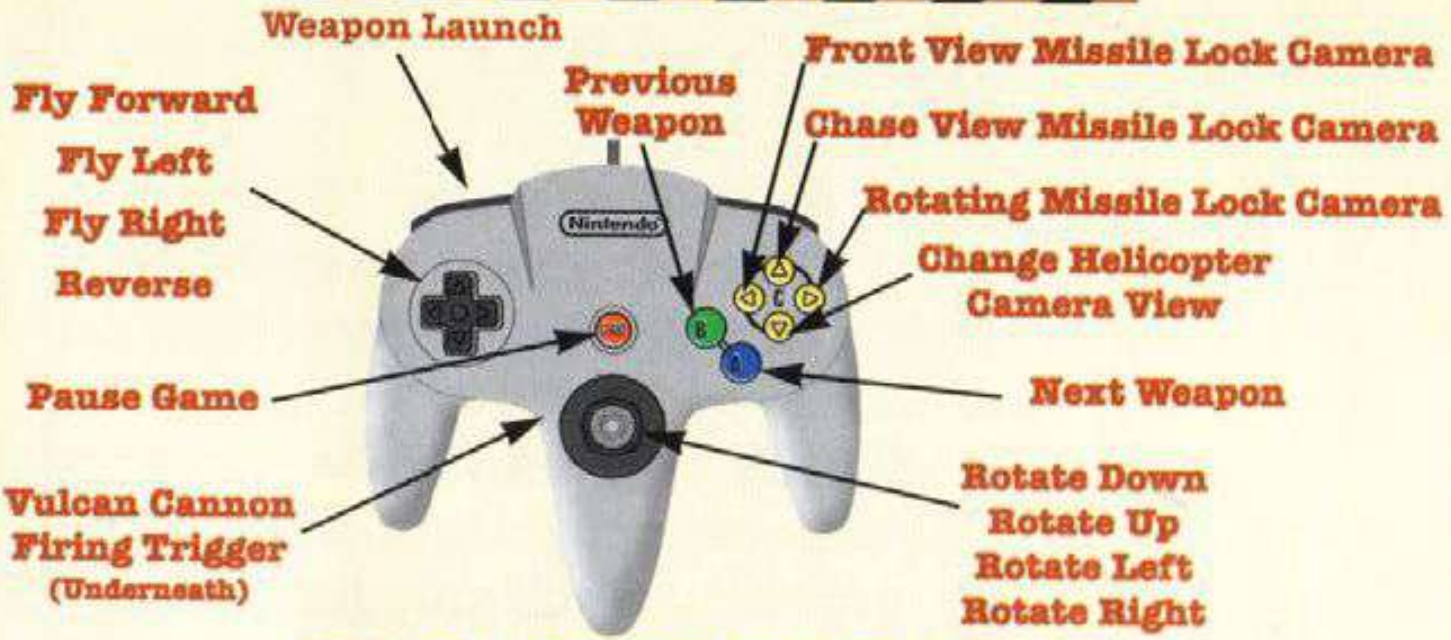
MENU SELECTIONS

- **Control Pad** or **Control Stick Up**, **Down**, **Left** or **Right** to highlight or toggle options
- Press the **A Button** to select options

Press **START** to pause the game. To quit a game in progress, press the **START Button**. The Pause Options Screen will appear. Highlight **Exit Game**, then press the **START Button**. Confirm your choice by selecting **Yes** at the Continue Screen.

GAME CONTROLS

LEFT HANDED



RIGHT HANDED

CHOPPER ATTACK: THE BRIEFING

CLASSIFIED: TOP SECRET

A growing terrorist group, called 'Guren-no-kiba', is using its various factions all over the world to commit subversive activities on a large scale worldwide. They've acquired dangerous weaponry by way of thievery, kidnapped American scientists and have their own proprietary technologies. Their ultimate goal is to create an android soldier that will most likely make the 'Guren-no-kiba' unstoppable.

You are part of a special group of skilled, international special forces with one objective...Destroy the 'Guren-no-kiba'!

Because their main headquarters are located in deep canyons, you will be outfitted with several, powerful prototype choppers that include a wide array of weaponry. It's up to you...take 'em out!

GAME SELECT

Choose between starting your next **Mission** or beginning **Free Battle** (Training). Read below for more info:

MISSION

NEW GAME

The Mission game modes lets you pick a pilot, chopper and weaponry before you take on the Guren-no-kiba. Each mission has detailed objectives that MUST be achieved before you can move on to the next level.

Following each completed mission, you'll be asked if you want to save your game. Missions are a failure if you run out of fuel or your shields are destroyed (see **Power Ups**, pg. 18, for details on ways you can extend your fuel and shield supplies during a mission.

DATA LOAD

If you've completed a level and saved it to your N64 cartridge, you can select this option to load your previously saved game to begin the next Mission.

FREE BATTLE

Take to the air and practice maneuvering your chopper and destroying various targets.

TRAINING

Pick a pilot, chopper and weaponry to begin your Training. There is no time limit and enemy vehicles will not fire at you (only on Level 1). Pay attention to your fuel supply, though. It does diminish during training.

DATA LOAD

When you Train, your training progresses to different stages of difficulty. As you complete the game's Missions, more stages will become available to you at this option. Just select the stage you want, then press the **A Button** to go to the Player Select Screen.

OPTIONS

At the Option Screen, Press the **Control Pad Up** or **Down** to select an option, then press **Left** or **Right** to highlight the setting you want. Select **Exit** when you're finished making changes. Here are the options:

CONTROL

Chopper Attack offers 2 controller configurations to choose from. See **Game Controls**, pg. 6, for diagrams of both configurations.

LEVEL

Select the game's difficulty setting. Press the **Control Pad Left** or **Right** to highlight **Normal** or **Expert**.

BGM (BACKGROUND MUSIC)

Turn the game's background music **ON** or **OFF**.

SOUND EFFECT

Turn sounds effects **ON** or **OFF**.

DATA CLEAR

If you have data saved on your N64 cartridge, you can delete files you don't need using the **Data Clear** option. Press the **Control Pad Up** or **Down** to select the data file you want to clear, then press the **A Button** to delete it.

SELECT PLAYER

After you select a **Mission** or **Training** exercise, you'll need to select a pilot and his/her chopper. Press the **Control Pad Left** or **Right** to cycle through the pilots and their choppers.

Press the **L Button** to view more data on the chopper's speed, Armor Plating,Vulcan, Acceleration Capacity and Acrobatic Ability. Each feature is rated with up to 5 stars. Select the **B Button** to go back. When you find the pilot and chopper you want, press the **A Button** to go to the Mission Briefing Screen.

MISSION BRIEFING

The Mission Briefing Screen tells you what your objective is for the mission. Follow your orders to the tee, because you don't have much time and fuel to complete the mission. The more you mess around, the harder it will be to finish your mission.

AREA MAP DATA

The Area Map Data Screen shows you a detailed 3D view of the map in which your mission will take place. It displays your Targets, the number of enemies and certain Enemy Information. Take a good look at the map, then go blow 'em out of the sky! Press the **A Button** to go to the Select Weapons Screen.

SELECT WEAPONS

This is your last task before your mission or training session begins. It's also the most fun. Select one of 8 different types of weapons to strap to your chopper. Move the **Control Stick Up** or **Down**, **Left** or **Right** to select a weapon, then press the **Control Pad Left** or **Right** to buy weapons 10 at a time. To buy a weapon one at at time, press the **Control Pad Up** or **Down**.

Your chopper can hold up to 5 different weapons, depending on the chopper type. Highlight each weapon to read the displayed information about that weapon. As you buy weapons, your Money will diminish (quite rapidly of course). When you've loaded your chopper, press the **Control Stick Down** to highlight Buy, then press the **A Button**. Select **Yes** to begin the mission.

SPECIAL WEAPONS

The weapons you use during battle each have their own special abilities. It's important to manage each weapon with precision to complete your mission alive. Here are the weapons:

VULCAN BULLET

Press the **Z Button** to utilize this standard weapon. Your chopper has an unlimited supply of these Vulcan Bullets. However, the power of this weapon is not as strong as the other weapons you will purchase. In actual fighting, it can be used to destroy vehicles, radar stations or other buildings.

AGM (AIR TO GROUND MISSILE)

This is an on-land homing missile. It has the ability to lock on tanks, among other on-land enemies.

AAM (AIR TO AIR MISSILE)

This is an in-air homing missile. It has the ability to lock on to enemy combat planes and helicopters. You must lock on your target before you fire, or this missile will fly straight.

AGAM (HOMING MISSILE)

This missile has the ability to lock onto both on-land and in-air enemies. You must lock on your target before you fire, or this missile will also fly straight.

CLUSTER BOMB

This bomb can collectively destroy on-land enemies and buildings. This powerful weapon will likely become your main land weapon. It drops straight down, then inflicts tremendous damage to everything in its wake.

SPECIAL WEAPONS

DUMMY COUNTERMEASURE

This is a great defensive weapon. Fire one of these to thwart an enemy missile that is locked onto your chopper. When the enemy's homing missile fires, a warning message will appear at the bottom of the screen. If you fire a dummy countermeasure at this point, the enemy missile will fly toward it and avoid you chopper.

ROCKETS

These straight fire rocket missiles have 10 shots. The trajectory is the same as the Vulcan bullet but it has a wide attack range of precision for on-land attack. It can be used for all on-land enemies and in-air targets.

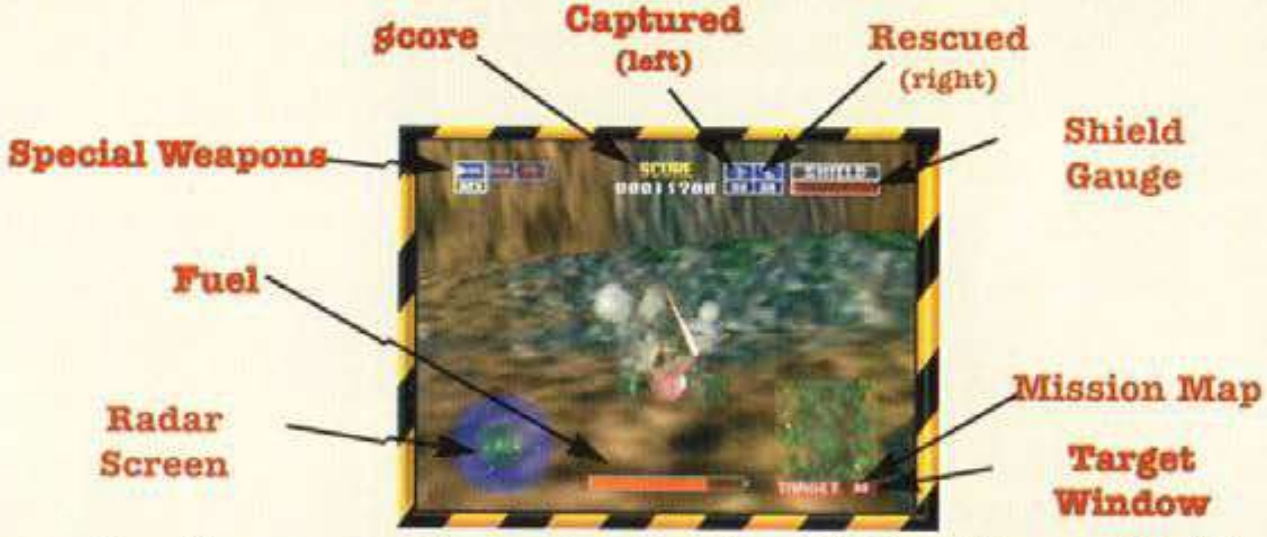
HOMING CLUSTER

Oh, this is a nice one. It is the most powerful weapon at your disposal and is used to home in on both in-air and on-land enemies. These are very expensive, so make sure you use them timely and accurately to benefit from their awesome power.

LOCKING ON YOUR TARGET

AGM, AAM, AGAM, and the homing clusters, have a common function. When locked on, they will pursue and sometimes destroy their target. When the enemy comes within firing range, a square target cursor will appear, and a cross will accompany it. The cross changes to a circle when you have a lock on your target. When a lock-on weapon is fired, the target will automatically be pursued.

THE BATTLEFIELD



Examine the main game screen to get familiar with the important information you'll need during battle.

SPECIAL WEAPONS

The weapons you purchased will be displayed here. As you select your weapon, the remaining amount of that weapon will be displayed below the icon. Press the **A Button** to toggle the weapons from left to right. Press the **B Button** to go in the opposite direction.

Note: Any weapons you have remaining after the mission, will be cashed in for money.

RADAR SCREEN

The green triangle in the middle of the radar screen represents your chopper. The inner green circle represents your field of view, and the blue area is outside your field of view. Here is a breakdown of the color coded targets (dots) you'll see:

Red dot	-	The enemy missile's position
Blue dot	-	Combat planes and other enemy aircraft
Yellow dot	-	Tanks and other enemy land crafts
White dot	-	Ally helicopters' location
Green triangle	-	Your position

THE BATTLEFIELD

TARGET WINDOW

The Target Window displays the amount and positions of your remaining mission targets.

MISSION MAP

This map displays the entire map of your mission. The green triangle is your chopper, and colored dots represent these elements:

Red dot - Shows present target positions
White dot - Shows the heliport's position
Green triangle - Indicates the player's position

SHIELD GAUGE

With this gauge, you can monitor the status of your protective shield. When you are attacked, or come in contact with the enemy, the red will diminish. When the shield is completely gone, your chopper goes down and the game is over. Not good.

CAPTURE/RESCUE WINDOW

The icon on the left shows you the number of POW's they've captured. On the right, view the number POW's you've helped rescue safely from enemy territory. Any captives that you fail to rescue or accidentally kill will cost you some money, so avoid friendly fire and NEVER LEAVE A MAN BEHIND!

FUEL

Now, this is one of the most important gauges. Keep an eye on it. When you run out of gas, YOU'RE TOAST and the game is over.

SCORE

As you destroy everything in sight, your score will increase. Obviously, try to get the highest score possible - it will be converted into money. You'll need it to continue buying the best weapons.

IMPORTANT INFO

RESCUING CAPTIVES

One of your important duties is to rescue captives. After you clear your mission of rescuing captives, your prize money will increase.

WHEN YOU DESTROY THE TROOP CARRIERS & PRISON BUNKERS

When you destroy a troop carrier or prison bunker, the captives will be freed. Don't use a cluster bomb or other very powerful weapon. You'll end up destroying not only vehicles and buildings, but also injuring captives. If you use a weak weapon, you're less likely to kill any of the hostages.

DAMAGE TO THE HELIPORT CLOSE GATE

When you destroy the troop carriers and prison bunkers, the captives walk out to the nearest heliport. You must clear out the 4 gates of the heliport so the rescue helicopter can land and pick them up. The helicopter will then land and the captives will return to the base camp successfully.

MONEY

It makes the world go round as well as your missions. After clearing a mission, all of the remaining weapons will be converted to money (half the buying price). Any weapons you have remaining after the mission, will be cashed in for money. Your score will also reward you with money. Try to run it up and cash in. Also, if you rescue captives successfully, you will be awarded cash.

Note: All cash awarded will help you buy the best weapons at the Select Weapons Screen (see **Select Weapons**, pg. 12).

REMAINING ENEMIES

In each stage, the total number of enemies that appear is decided in advance. The remaining enemies that you did not destroy in the first stage, will be carried over to the next stage. The closer you come to destroying all enemies on one mission, the more your chances for success in the next mission increase.

POWER UPS

While in combat, you can destroy the enemy facilities to expose several Power Up items that will help you extend your resources and complete the mission successfully.

Power Up

HOW TO OBTAIN THE ITEMS:

Destroy the enemy's land facilities to expose any power ups. If you find one, the item discharges upward. To obtain the power up, you must fly your chopper over the power up so that it makes contact with you.

The items that appear will be discharged a few times, then explode, so get them quickly. You don't want to be hovering in one place very long anyway; you'll find yourself a target for other aircraft and tanks.

THE POWER UPS YOU'LL FIND

White Container - Repair Items. Your shield will be restored.
Green Container - Fuel Tank. Your fuel will be partially restored.
Blue Container - Money.
Red Container - Increased Gun Power to your Vulcan Gun.
Black Container - Explosive trap. You don't want this.

VULCAN BULLETS INCREASED POWER

If you find a Red Container, the power of your Vulcan Gun increases up to 5 times more (depending on how many Power Ups you find). Remember this:

- In the first stage, you can obtain two of the red containers,and the vulcan power will increase 4 times (for the Fire Cat only).
- The increased power of the vulcan gun is only valid during the current mission. It returns to its original condition in the next mission.

PILOTS & CHOPPERS

ALICIA ANDERSON

Female, 29, Russia

Russian Army Helicopter Pilot. When she enrolled in the army, her speech and behavior were a disaster and she was sent to fly to a remote region. There, she met Commander Robinson who suggested she enlist. She jumped at the chance. Because she executes her duties without emotional distractions, they call her Ice-Woman.

CHOPPER TYPE: KOLINSKY

This chopper can utilize many different weapons. It also has some pretty strong armor as well as good acceleration.

ANDY FELLOWS

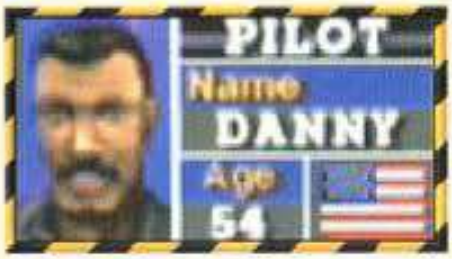
Male, 42, England

Andy Fellows is quite stubborn and has a real problem with authority, so he's often in trouble with his unit commander. But his expertise gets him out of trouble, and the **Chopper Attack** unit is usually willing to put up with his attitude.

CHOPPER TYPE: WASP

It's small, but fast and very maneuverable. It only carries 3 weapon types, but it's speed will make up for that limitation.

PILOTS & CHOPPERS



DANNY GREGG

Male, 54, American

American Navy, Special Forces Combat, Helicopter Unit. Gregg has been flying Choppers longer than any pilot in the unit. His keen eye and fast reflexes haven't diminished at all over the years. He has no regard for his enemies.

CHOPPER TYPE: WHALE-32

With strong armor plating and good Vulcan Bullet accuracy, the Whale can take a shot, yet inflict heavy damage with or without special weapons. It can carry 5 special weapons.

EMMA BALDWIN

Female, 22, American

American Army Helicopter Pilot. She's young and inexperienced, but this doesn't seem to stop her from taking out enemies and achieving all of her past missions. She's an army commander's daughter, but flying in the **Chopper Attack** unit has always been her one desire.

CHOPPER TYPE: FIRE CAT

This is an unusually designed chopper, but well built, agile, fast and it carries 4 weapons. This should help out maneuver the enemy as you rain Vulcan bullets and missiles on them.

PILOTS & CHOPPERS

JUN MOTOFUJI

Male, 35, Japanese

Jun always desired to have the same occupation as his parents. From the time he was an infant, he circled the world with his parents and excelled at helicopters at a young age. He feels very much at home in the **Chopper Attack** unit.

CHOPPER TYPE: RETSU

Retsu has an old type body, but its abilities are not diminished at all. It looks like an airplane, it's fast and it has great acrobatic abilities, and it carries 3 types of special weapons.

MIKE ROBERTS

Male, 24, American

American Navy Combat Unit helicopter pilot. He handles the helicopter very well but because of his youth and recklessness, his commanders are constantly pulling their hair out trying to control him.

CHOPPER TYPE: SKY TURBO

This chopper has excellent balance. It is solid in all areas. It carries 3 types of weapons and is very comfortable to fly.

PILOTS & CHOPPERS

HIROMITSU GOODMAN

Male, 25, American

Belongs to the repair unit within the Army. He signed on with the **Chopper Attack** unit as a favor to a high ranking friend. He refused to fly any other kind of chopper, so they outfitted his hand-built Repair chopper into a flying tank.

CHOPPER TYPE: GA-GA

Hiromitsu made this helicopter with his own hands and wants to try out its abilities. It' carries 5 different types of weapons and it's strong, but it's also a bit slow.

JOHNNY GIV

Male, 32, American

Belongs to the American Navy Special Forces Combat Unit. Not much is known about Johnny. He keeps to himself mostly. But his excellent flying skills and kill ratio keep him in the air. The unit is happy to overlook his quiet demeanor in exchange for expertise.

CHOPPER TYPE: HARD BULL

Being a fast compact helicopter, its handling and mobility are excellent. It carries only two special weapons, but it's hard not to try this easy to fly speed demon.

PAUSE OPTIONS

Press the **START Button** during the game to view the Pause Options Screen. You can make on-the-fly changes to your Controller configuration (**Control**), background music (**BGM**) or sound effects (**SE**). See **Option**s, pg. 10, for details on these options. Select Continue to return to your game. To leave a game in progress, highlight Exit then press the **START Button**. Confirm your choice by selecting **Yes** at the Continue Screen.

MISSION RESULTS

After you clear your mission, the Results Screen will display the money you possess.

It will increase and decrease accordingly, depending on your mission performance. If you have a lot of money, you can buy better weapons. Your chances of success in your next mission will then increase.

HIGH SCORES

CREDITS

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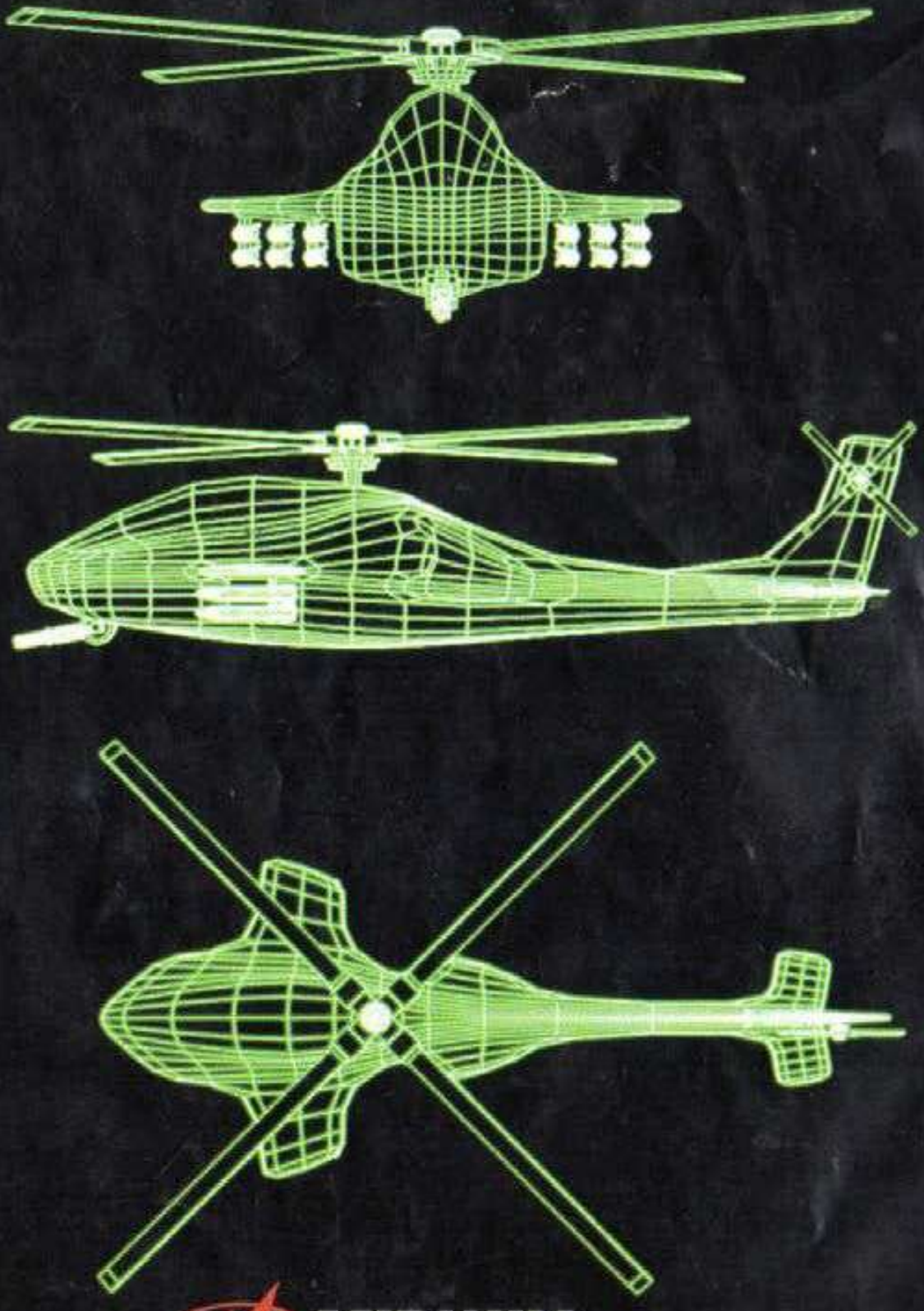

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